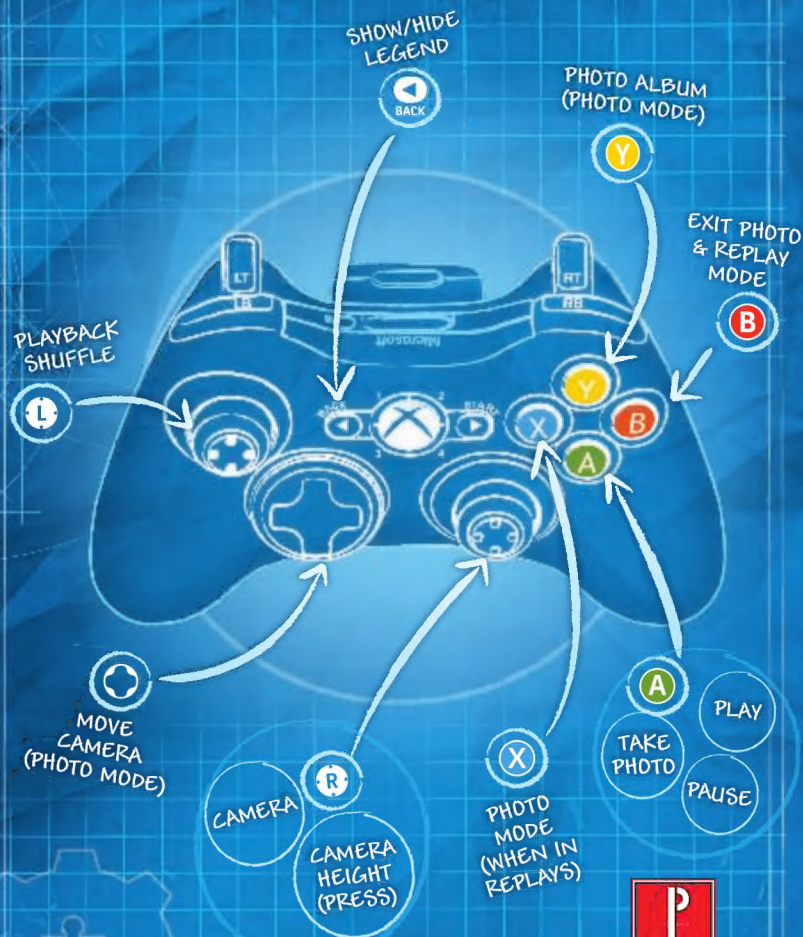


REPLAY & PHOTO CONTROLS



Get the strategy guide
primagames.com

Microsoft
 game studios



0908 Part No. X14-95625-01



XBOX 360

LIVE



WELCOME BACK, BANJO

⚠ WARNING Before playing this game, read the Xbox 360® Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

Bulked up a bit, haven't you? Especially around the midsection. It's a shame you've gotten so soft, because Gruntilda has returned, and she's up to no good (just a guess). Unfortunately, the Lord of Games—or L.O.G., as he's known to his friends (and everyone else)—has stripped Kazooie of all her moves. On the plus side, he's equipped her for the challenges ahead with the most sophisticated and powerful tool ever created: a wrench. This wrench can be used to build vehicles, attack enemies, lift heavy objects, and activate various features found throughout the world.

It seems L.O.G. is sick to his transistors of the endless bickering with your bony nemesis, and because he's capricious, which is another way of saying... something... he has stepped in to settle the score with a series of wacky games. The victor's prize? Nothing less than Spiral Mountain itself! Mumbo, now proprietor of Mumbo's Motors, can offer you the facilities to construct vehicles and meet your destiny head-on. Brace yourself, Banjo! May the best bear-and-breegull or rhyming witch win!



GAME BASICS

In *Banjo-Kazooie®: Nuts and Bolts*, you can custom-build vehicles and use them to compete in a variety of Jiggy Games, all while exploring several unique worlds. Alternatively, you can just sit on the couch looking at the menu screen, but be warned: You may not win the game this way (although we haven't tested it, be our guest).



JIGGIES

You compete in Jiggy games to win Jiggies—jigsaw-puzzle-shaped tokens—which are used to unlock later Game Worlds. The more Jiggies you have, the more games you can compete in.

BLUEPRINTS

You can save any vehicle you're working on at Mumbo's Motors as a blueprint. You can also purchase blueprints from Humba Wumba to gain access to custom pre-designed vehicles.



PARTS

All around Showdown Town are Mumbo Crates. Bring these to Mumbo's Motors and the parts inside become available to use on your vehicles. You can also buy parts from Humba Wumba or win them in Jinjo Bingo.

Wheel

GAME SCREEN





CONTROLLER

PROPERTY OF MUMBO'S MOTORS



BANJO ON FOOT



BANJO IN VEHICLE

LEFT TRIGGER



FLIP OBJECTS



STOP/REVERSE

BOTH TRIGGERS



HOVER
(IN HELICOPTERS)

LEFT BUMPER



CYCLE SELECTION (LEFT)



LOOK BEHIND

LEFT STICK



MOVE BANJO
PUSH OBJECTS
OPERATE WRENCH-IT BOLTS
BALANCE
(TIGHTROPES ONLY)



STEER

D-PAD



ENTER MUMBO'S MOTORS
(UP+HOLD)



EDIT BUTTON ASSIGN-
MENTS FOR PARTS

BACK

EXIT TEST-O-TRACK
MULTIPLAYER REWIND (HOLD)

START

PAUSE MENU



RIGHT TRIGGER



PICK UP AND
CARRY OBJECTS (HOLD)



ACCELERATE

RIGHT BUMPER



CYCLE SELECTION (RIGHT)



QUICK PART ATTACH
SELF RIGHT VEHICLE

Y BUTTON



ENTER VEHICLE (PRESS)
SUMMON VEHICLE (HOLD)



EXIT VEHICLE

B BUTTON



MODIFY VEHICLE



ACTIVATE PART

X BUTTON



ATTACK
DIVE (UNDERWATER)
TALK/INTERACT
QUICK PART ATTACH (HOLD)



ACTIVATE PART

A BUTTON



JUMP/CLIMB/SWIM



ACTIVATE PART

RIGHT STICK

CYCLE CAMERA VIEWS (CLICK)
FIRST PERSON (CLICK & HOLD)

SHOWDOWN TOWN

Banjo-Kazooie: Nuts and Bolts takes place in Showdown Town and six unique Game Worlds. Showdown Town acts as a hub to the other worlds.

MUMBO'S MOTORS

This is the garage where you use the parts you've acquired to build, paint, test, and save vehicles. This is also where you will find video guides to help you build vehicles.



THE TROLLEY

The first vehicle you get is the trolley to cruise around between games and collect Game Globes, Mumbo's Crates, and Jiggies. It's the only vehicle L.O.G. allows in Showdown Town.

It can be upgraded in a variety of ways with parts won by defeating Grunty in Grunty Jiggy games. These upgrades allow you to access previously unreachable parts of town.



L.O.G.'S VIDEO GAME FACTORY

Visit L.O.G. at his factory to acquire Game Globes and to receive useful tips. You can't miss it—it's the big huge place up high.



GAME GLOBES AND PLINTHS

Dispensed from L.O.G.'s factory, Game Globes activate the doors to new Game Worlds, which can then be opened with Jiggies. Transport a globe to a plinth to open doors into that Game World.



JIG-O-VEND

The Jiggies you win appear in the Jig-O-Vends in Showdown Town. (Each Game World has its own Jig-O-Vend that will only dispense Jiggies won in that Game World.) Use the wrench to dispense your Jiggies. The number in the Jig-O-Vend is the number of Jiggies you have available to dispense.



JIGGY BANK

After you've retrieved Jiggies from a Jig-O-Vend, carry them to the Jiggy Bank, where they are held for safekeeping. The number in the Jiggy Bank is the number of Jiggies in your account. Any Game World act door that displays this (or a lower) number will open automatically.



BOGGY'S GYM

For a small fee, you can work out to increase your speed, strength, and stamina. This makes you more capable in portions of the game not involving driving.



TOURIST INFORMATION KIOSK

Bottles the mole runs this counter, offering useful hints. Some are free, but the juicier tidbits will cost you.



HUMBA WUMBA'S SHOP

Humba sells blueprints to use in Jiggy Games and parts that you can use at Mumbo's Motors to assemble powerful vehicles.



POLICE STATION

Pikelet keeps the peace in Showdown Town, and he's a good cop, if you like rampant corruption. Pikelet's crack team of incompetent weasels patrol Showdown Town ceaselessly, looking for troublemakers.

If they see you releasing Jiggies from a Jig-O-Vend, there will be trouble. Offer Pikelet some musical notes, and he and his officers will look the other way... for a while.



LOCKUPS, JINJOS, AND MINJOS

These lockups contain falsely imprisoned Jinjos. After you've talked to Pikelet, you can free the Jinjos from their lockups. Escort each Jinjo to its house, which is the same color as its owner, and you will be rewarded.

There are also Minjos in Showdown Town. Capture them, take them to an empty lockup, and Pikelet will give you a reward.



WARP PADS

Use warp pads to teleport between two locations instantaneously. You can only teleport to a warp pad you have already activated by walking across or driving your trolley onto it.



MUSICAL NOTES

Musical notes, in Gold, Silver, and Bronze, are the currency in Showdown Town. They can be won in games, as well as collected in Showdown Town and Game Worlds. Notes can be used to buy new parts and blueprints to create and access more sophisticated vehicles, work out at the gym to increase your physical abilities, buy hints and Trapdoor Tower combinations, and bribe the police.



TRAPDOOR TOWERS

Mumbo crates containing some special or unique parts are found in these rather old-looking buildings.

To open a Trapdoor Tower, you must first buy the combination from someone willing to sell it.



WRENCH-IT BOLTS

Kazooie activates these mechanisms with her wrench. There are Wrench-It Bolts that dispense Jiggies from the Jig-O-Vends, as well as open lockups and more. To activate a Wrench-It Bolt, press **X** and then rotate **1**.



BUILDING VEHICLES

Mumbo's Motors is where you build your vehicles.

VEHICLE RATINGS

Vehicles are rated in five areas: **Speed**, **Fuel**, **Ammo**, **Weight**, and number of **Parts**.

VEHICLE DATABASE

All your vehicle blueprints are stored here. There are several options in the **Vehicle Database**.

- **LOAD VEHICLE** Loads a saved design, so you can modify the vehicle.
- **SAVE VEHICLE** Saves your current design as a blueprint.
- **DELETE VEHICLE** Removes those designs that were, er, a bit rubbish.
- **NEW VEHICLE** Clears the floor, so you can start fresh.
- **CHASSIS** Offers partly built vehicles as a foundation to get started on.
- **SEND BLUEPRINTS** Allows you to send other players your blueprints.
- **BLUEPRINT INBOX** Stores up to 10 blueprints received from others.
- **VIDEO GUIDES** Provides access to useful guides to help you get started building your vehicles.

PAINT SHOP

As you'd expect, this is where you can customize your vehicles with unique paint jobs. You should put on a smock before you get started.

TEST-O-TRACK

We tested the track, and it passed. It is now ready to be used to test your vehicles.

In **Single Player** mode, press **BACK** to return to Mumbo's Motors. In **Multiplayer** mode, press **BACK** to hide the menu, and then press **BACK** again to make the menu reappear.



Test-O-Track

GAME WORLDS

To access a Game World (except for Spiral Mountain) from Showdown Town, you must place a Game Globe on the appropriate plinth. To enter a door, you must have the number of Jiggies shown above it. Each Game World, apart from Spiral Mountain, is split into different acts in which you play the Jiggy games.

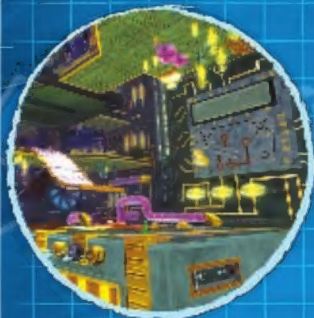
NUTTY ACRES

This lush tropical island is home to a thriving coconut farm, which Banjo can help make even more... thrive! The farm's success is due to its exceptionally hard nuts, which Grunty is eager to steal and use as weapons for her army.



LOGBOX 720

L.O.G. has created a world that simulates the inside of a game console, right down to the system crashes. As the technicians try to prevent a failure, Banjo tries to assist them, and of course Grunty does her best to foul things up.



BANJOLAND

Given Banjo's fame, it was inevitable a museum would open to capitalize on his name. The staff tries very hard to get visitors, but they need help. Grunty is keen to see this place fail, believing that with Banjo's fame diminished, her own will then grow.



JIGGOSSEUM

This huge arena combines the glory of ancient Rome with the excitement of modern sports. Here you'll find a series of sports that Grunty wants to win to prove she is better than Banjo.



TERRARIUM OF TERROR

The researchers cataloguing the strange wonders of this place could really use Banjo's help. True to form, Grunty would prefer to destroy the place.



SPIRAL MOUNTAIN

Spiral Mountain is not only the ultimate prize for Banjo, should he defeat Grunty; it's also the site of your final and most challenging competitions against the old crone. Good luck!



GAMES

To defeat Grunty, you must compete in Jiggy games set in the different Game Worlds. Jiggy games are played using the vehicles you've built or other pre-made contraptions. The victor is chosen according to a novel formula: The one who doesn't lose is the winner.

GAME HOSTS

Speak to the Game Host in the Game World to review objectives and the **Game Style** (see below) chosen by L.O.G., choose a vehicle to play in the game, or access Mumbo's Motors to create a new vehicle.

When you are ready to compete, select **Start Challenge**.



Game Host

GAME STYLES

There are two styles of Jiggy games.

- **PLAYER'S CHOICE** You can use any vehicle you own.
- **L.O.G.'S CHOICE** The Jiggy game must be played using a specific pre-made vehicle as specified by L.O.G. You can obtain certain L.O.G. vehicles by winning the Jiggy in that Jiggy game.

REWARDS

Each Jiggy game has three possible rewards.

- **MUSICAL NOTES** If you barely succeed, this is all you get.
- **JIGGY** This is what you came for. The more Jiggies you get, the more games you can play and the closer you are to defeating Grunty.
- **T.T. TROPHY** This reward is for the truly elite. Four T.T. Trophies net you an extra Jiggy. (You can only win one T.T. Trophy per challenge.) To replay a game in which you won the Jiggy, but not the T.T. Trophy, visit Trophy Thomas in Showdown Town.

Note that if you win the Jiggy, you get the musical note as well. If you win the T.T. Trophy, you get all three rewards.

Games can be replayed as many times as you wish. This allows you to improve your time or score and to try for better rewards. It's also a compelling reason never to go outside again.



T.T. Trophy

JINJO CHALLENGES AND JINJO BINGO

Each Game World contains several Jinjos, each with a special game called a Jinjo Challenge. For each Jinjo Challenge you win, you receive a Jinjo Bingo Token. Take the token to King Jingaling's Bingo Palace and use it to play Jinjo Bingo for prizes, such as notes or special vehicle parts!



Bingo!



Jinjo Bingo Token

LEADERBOARDS

If you're connected to Xbox LIVE®, your best times and scores will be uploaded to the leaderboards automatically. To view the leaderboards, press **START** to access the **Pause** menu, select **Game Information**, and then select **View Leaderboards**. If you're one of the top leaderboard entries, you can upload your replay and blueprint to share with others.

REPLAYS

At the end of a game, you can view and save a replay of your performance. To share a replay with a Friend, press **START** to access the **Pause** menu, select **Photos and Replays**, select **Open Cinema**, select **My Replays**, highlight the replay you want to share, and then press **Y**. When accessing the leaderboards, you can download replays saved by the top players in a given game. This is a good way to pick up strategies to improve your score.

PHOTOS

You can take photos during single-player games or while watching replays. Press **START** to access the **Pause** menu, select **Photos and Replays**, and then select **Take Photo**. Or from the **Main Menu**, you can access **Photos and Replays** (where you can also download photos, share photos on www.banjo-kazooie.com, and send and receive replays). Use **↑** and **↓** to position the camera, and then press **A** to take the picture.

To view your saved photos, select **Photo Album** on the **Photos and Replays** tab of the **Pause** menu.



You can play *Banjo-Kazooie: Nuts and Bolts* with (or against) friends, either over Xbox LIVE or locally on the same Xbox 360® console. To start a multiplayer game, select **Multiplayer** on the **Main Menu**.

LOCAL PLAY

Practice multiplayer events solo, or play cooperatively using split screen.

XBOX LIVE

Up to eight players can play against each other on teams or in a free-for-all.

MATCH CHOICE

Choose to play a **Ranked Match**, in which you are matched against players of similar skill; or a **Player Match**, where you can play anyone. To play a one-off game with members of your own party only, select **Play a Game With My Party**. You can also play a series of connected matches, called a league, by selecting **Play a League With My Party**. In a league, you can play every race and sport, every race, every sport, or create a custom league. L.O.G. will keep score so you can see who the overall league winner is after the final game. You can save league setups for future use.

At the end of ranked and player matches you can press **X** on the **Results** screen if you would like to party up with other players. All of those who press **X** will then be merged into a single party to continue playing with each other.

PARTY GAMES

When you start any multiplayer game, you are taken to the **Party** screen. Here you can see the names of the other players in your game. Press **RB** to access your Xbox LIVE **Friends** list so that you can invite Friends to your game. To lock your party, allowing players to join by invitation only, press **X**.

MATCH RULES

The following Match Rules apply to Private games or leagues:

CHOICE OF VEHICLES Choose whether to allow all vehicles or L.O.G.'s vehicles only. Select **I Don't Mind** to let the game decide.

TEAM OR SOLO PLAY Solo play is a free-for-all with no teams. Team play creates two teams which compete against each other. Select **I Don't Mind** if you don't have a strong feeling either way.

When you have the match set up the way you want, select **Start** to launch!

LOCK/UNLOCK BLUEPRINT

You can select whether to unlock the blueprint of your vehicle. If you unlock your blueprint, other players can copy it to add to their **Vehicle Database**. To lock or unlock your blueprint on the **Party** screen, press **(A)**. To copy a blueprint, you must first press **(BACK)** to enter the car park. Approach a vehicle, and press **(B)** to take its picture. You can also send blueprints to Friends from the **Vehicle Database** in Mumbo's Motors.

REWIND

In races, you can press **(BACK)** to rewind time and correct mistakes, such as falling off a cliff or slamming into a tree. This rewinds time only for you and, while you are rewinding, you cannot collide with other players. The **(BACK)** icon in the top right corner displays how much time you can rewind.

Note: You cannot rewind time in **Egg 'n' Spoon**.

PLAYLISTS

A playlist is a series of related matches. Available playlists are:

- **Random:** The game selects a playlist for you.
- **Multiplayer Class 101:** It's a good selection for beginners.
- **Multiplayer Graduates:** Like a challenge? Try learning the concertina. Or, select this.
- **Buddy Up:** These relatively simple games are team-based.
- **Team Athletics:** Team up to play sports games.
- **Solo Athletics:** The same as Team Athletics, but without the team part.
- **Fightin' Talk!** These games are all about combat. The talking is actually optional.
- **Speed Demons:** These races are all about speed. You know, being races and all.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamercard). Chat with your Friends. Download content (TV shows, trailers, HD movies, game demos, exclusive game content, and Arcade games) at Xbox LIVE Marketplace. Send and receive voice and video messages. Use LIVE with both Xbox 360 and Windows®. Play, chat, and download on both your computer and your Xbox 360. LIVE gives you ultimate access to the things you want and the people you know, on both your computer and your TV. Get connected, and join the revolution!

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. And now, LIVE Family Settings and Windows Vista® Parental Controls work better together. Parents can restrict access to mature-rated content, approve with whom and how your family interacts online with the LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familyssettings.



Oh, and welcome back to you too, Kazooie! Didn't mean to snub you, sorry.

XBOX CUSTOMER SUPPORT

Technical support is available seven days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
TTY users: 001-866-251-26-21.
- In Brazil, call 0800 891 9835.
- In Chile, call 1230-020-6001.
- In Colombia, call 01-800-912-1830.

For more information, visit us on the Web at www.xbox.com.

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© 2008 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Game Studios logo, Banjo-Kazooie, Rare, the Rare logo, Windows, Windows Live, Windows Vista, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies.

Banjo-Kazooie: Nuts & Bolts uses Havok®. © Copyright 1999-2008 Havok.com Inc. (and its Licensors). All Rights Reserved. See www.havok.com for details.

Agent movement powered by PathEngine™ - www.pathengine.com.



Manufactured under license from Dolby Laboratories.

**Check out your favorite bear and bird at
www.banjo-kazooie.com!!**